





DOOM³

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INS+ALLING

Insert Disk 1 of DOOM 3™ into your CD-ROM drive. After a few seconds, the Splash screen will appear. Click **Install** to begin the installation process and then follow the on-screen instructions.

If the Splash screen does not appear, you may have Autorun disabled. Double-click on the **My Computer** icon on your desktop. Double-click the CD-ROM drive with the the **DOOM 3** CD inserted. Double-click on **Launch.exe** to launch the Start screen. See the Help files on the disk if you need more information.

Enter CD-Key

To install and run the game, you must have a valid CD-Key. Your unique CD-Key is located inside the jewel case that came with your game. During installation, please enter the key exactly as it appears on the jewel case. Keep your copy of the CD-Key safe and private in case you need to reinstall the game in the future.

Players with invalid CD-Keys will not be permitted to join an online Multiplayer game.

No one from either Activision or id will ever ask you for your CD-Key. Never give your CD-Key to anyone. If you lose your CD-Key, you will not be issued another one.

LA+ES+ INFORMATION

The latest information about DOOM 3 is in the Readme file on Disk 1. (Both Readme and Help are located in the Support Menu of the Start screen.) Select **Readme** from the Start screen to view this information. If you have problems installing or playing the game, you can also find help in the Help files section of the Start screen. Finally, more help is available online at www.doom3.com or at www.activision.com.

SINGLE PLAYER

You are a marine, one of Earth's toughest, hardened in combat and trained for action. Shortly after reporting for duty at the Union Aerospace Corporation's Mars research facility, a massive demonic invasion overwhelms the base, leaving chaos, horror and uncertainty in its wake. As one of only a few survivors, you must use overwhelming firepower and all of your combat skill to battle through the demon hordes, find out what went wrong and prevent the evil from spreading. Only you stand between Hell and Earth.

DOOM³ LORE -

The original DOOM was released in 1993 via shareware by an id Software comprised of 10 employees. It has become one of the most well known PC games of all time.

MENUS

All the options required for getting into the game, customizing your controls and setting up the game to run best on your system are available through the menus.

New Game - Start a new DOOM 3 game from the beginning of the story. After selecting New Game, choose your difficulty level from one of the options available. Nightmare mode must be unlocked by completing the game in another difficulty.

Load Game - Load a previously saved game.

Multiplayer - Find or create a server to play via LAN or Internet.

Options - Configure your controls, adjust audio/video quality and performance settings. DOOM 3 will automatically determine recommended settings for most computers.

Mods - Browse and run any DOOM 3 installed modifications.

Updates - Check for game updates. (Requires Internet connection).

Credits - The people who made the game.

Quit - Quit to Windows.

IN-GAME DISPLAY



- 1) **PDA/Video Disk Indicator** - When you pick up a new PDA or video disk, these icons appear. Hit your PDA key (default TAB) to view your PDA and examine the new information.
- 2) **Armor** - Displays how much armor you have on. The maximum is 125. When you're shot or damaged, some of the impact is absorbed by the armor you wear. When armor is over 100 in Multiplayer, it slowly reduces itself to 100.
- 3) **Health** - The amount of damage you can take. You are completely healthy when the number reads 100. As you're shot or injured, this number decreases. If the number reaches 0, you will die and the demons will feast on your lifeless body. Picking up health packs or using health stations increases your health.

- 4) **Stamina** - The orange bar indicates how much stamina you have left. As you sprint, your stamina decreases. If your stamina is completely depleted, you will not be able to sprint. When you stop sprinting, your stamina slowly replenishes.
- 5) **Area Name** - As you walk through the UAC facility on Mars, this indicates your location.
- 6) **Clip Ammunition** - The amount of ammunition in your current weapon. Reload (default R) to fill it from your reserve ammunition. This indicator is either on the weapon, or in the lower-right corner (as depicted here).
- 7) **Reserve Ammunition** - The amount of additional ammo you're carrying for the selected weapon. Reloading depletes this reserve. This indicator is either on the weapon, or in the lower-right corner (as depicted here).
- 8) **Weapons Carried** - The blue dots indicate which weapons you're carrying.
- 9) **Reticle/Cursor** - Your reticle generally assists in aiming. However, as you approach other UAC personnel, your weapon lowers and your reticle indicates that you can talk to the person. Their name appears next to the reticle. When you approach a computer panel or other graphical interface, your weapon lowers and your reticle becomes a mouse pointer you can use to interact with the information on-screen.

TIP-

Pits of red smoke
and fog are usually
bad.

DOOM³ LORE-

The game data file
for DOOM³ is 130 times
larger than "The
Ultimate DOOM."

UNDERSTANDING YOUR PDA

This crucial piece of hardware is issued to you upon your arrival in Mars City. It contains your security clearance (some locks require a scan of your PDA), your mission objectives and access to the data contained in other PDAs you find. When you find or are given another person's PDA, their information and security clearance is automatically downloaded to your PDA. You can read emails and play audio and video logs created by other UAC personnel to find critical or useful information about your surroundings and your mission. To access your PDA, hit the PDA key (default TAB).

To read emails or review audio and video logs, simply click the person's name on the left side of the PDA, then select either email, Audio Logs or Video Disks from the list in the upper-left corner of the PDA.

Your PDA is often your most valuable piece of equipment. Refer to it often and keep an eye open for the PDAs of other UAC employees.

- Your PDA displays your current mission, available weapons and any inventory items you're carrying.
- Read emails and listen to audio logs to retrieve security codes and other valuable information about the facility.
- Video disks provide important information and tips about combat, weapons and the UAC environment.
- Your PDA includes an embedded security clearance and is often used as a key to unlock doors and secured areas.



Personal PDA

- 1) **PDA Files:** Your personal PDA information is always located at the top of the PDA Files list. When you pick up or are given a PDA from another UAC employee, their information and security clearance are downloaded directly to your PDA. Select Personal from this list to view your current mission, weapons, items and other important information.
- 2) **User Controls:** Navigate these tabs to view your personal User Data, User Email and Video Disks.
 - **User Data** – This tab displays your current location, security clearance and current mission objectives.
 - **User Email** – This tab accesses your personal email inbox. Any emails sent directly to you appear in your inbox.
 - **Video Disks** – This tab accesses the video disk player. If you find a video disk or a video is sent to you, it appears in the video disk player.
- 3) **Current Mission Objectives:** This is where you can review your primary objective.
- 4) **Mission Objectives:** Your primary and secondary objectives are listed here.

- 5) **Weapons List:** The weapons you're carrying are listed here. Select a weapon to learn valuable information and tips about using it.
- 6) **Items List:** Inventory items you're carrying are listed here.



Acquired PDAs

- 1) **PDA Files:** To browse the information from another UAC employee's PDA, select their name from the PDA Files list.
- 2) **User Controls:** Navigate these tabs to view the personal information from the selected PDA:
 - **User Data** - This tab displays the person's name, assigned post and security clearance.
 - **User Email** - Use this tab to access the personal email files of the selected PDA. Emails can contain security codes, locker codes or other valuable information.
- 3) **Audio Logs:** Some of the PDAs you find may contain audio logs. These reports and journals are recorded into the PDA. Like emails, they often contain important information about your surroundings and the UAC. Audio logs will continue to play if you exit the PDA.

WEAPONS

Soon after arriving in Mars City, you'll be given orders and issued the standard weapons load-out for a marine at the UAC facility.

Fists - There's nothing like a little hand-to-hand combat.



Flashlight - Power fluctuations and maintenance issues continue to create poor lighting at the UAC Facility and flashlights are now required for all security forces. Also works as a club in close combat.



Pistol - Standard marine issue semi-automatic pistol. It's highly accurate and provides solid stopping power without expending too much ammo.



Shotgun - The weapon of choice for close combat. Use sparingly for medium or long-range targets.

DOOM³ LORE -

For the original Doom, John Carmack created a program Fuzzy Pumper Palette Shop that would capture live video images and convert them into a PC graphic format that could then be manipulated by the artists to create some of the game's textures.



Machine Gun - A high rate of fire, good accuracy and excellent power makes this a perfect weapon for medium and long-range enemies and quick targeting.

Soul Cube - UAC archeologists uncovered an object they've called the "Soul Cube" in an early expedition on Mars. Very little is known about the object. Deciphered text found nearby seems to indicate that the Cube grows stronger every time a "demon" is killed. After 5 demons have been killed, the Cube's energy can be released to destroy even the most powerful demons. The "souls" gather the health of the slaughtered enemy and transfer it to the user.

The UAC develops the most advanced weaponry of the 22nd century. Keep an eye open for additional firearms and hidden arsenals of secret or experimental weapons.

TIP -

- All your weapons should be checked and reloaded before combat
- Don't kill civilians!
- Don't stand beside explosive barrels - especially during combat!

TIP -

Plasma bursts are a good deterrent against rocket fire.

SAVING & LOADING



You can save your game at any time. Your game is also autosaved when entering a new level. To save or load a game, press Esc to pause the game and reveal the in-game menu. You can also avoid the menus by using DOOM 3 hotkeys. To quicksave, press F5. To quickload your last saved game, press F9.

TIP -
Save and save often...
unless your
health is really low.

DOOM 3 LORE -

There were over 500,000 lines of script code written and over 25,000 image files generated in the process of creating all of the graphical interfaces, computer screens, and displays throughout DOOM 3.

MULTIPLAYER

DOOM 3 Multiplayer pits up to 4 battle-hardened marines against one another in a test of combat skills and firepower. Compete in one of 4 game modes including Deathmatch, Team Deathmatch, Last Man Standing and Tournament.

GAME TYPES

Deathmatch

An every-marine-for-himself slugfest. If you're the marine with the most kills when time runs out, you win.

Team Deathmatch

Pair-up and compete to be the team with the most kills before time runs out.

Last Man Standing

Each marine has a limited number of lives. If all others have fallen and you're the last marine standing, you win.

Tournament

Two marines battle one-on-one while others watch and wait as spectators. When the battle's over, the first spectator in line becomes the new opponent while the loser moves to the end of the spectator line. The victor remains in the combat arena until defeated by another marine.

FINDING A SERVER AND CONNECTING

Overview

To play Multiplayer, connect to a game server running DOOM 3. Anyone can create a server, so there are always many available on the Internet. Servers are the computers hosting the game. Some games may be hosted on machines that are also being used to play the game (on that same computer), while others may be "dedicated" servers that are just hosting the game for other people to play.

Connecting to Your ISP

DOOM 3 REQUIRES A BROADBAND INTERNET CONNECTION (E.G., DSL, CABLE MODEM, T1, ETC.). If you connect to the Internet using a dial-up modem, DOOM 3 Multiplayer will not function properly.

For Internet play, connect to your Internet Service Provider (ISP) before starting Multiplayer. Most broadband users have a persistent Internet connection, so you won't need to do anything special. See your Windows and ISP documentation for information on how to connect to your ISP.

Multiplayer Settings

Once you're online, start DOOM 3, select Multiplayer from the main menu and select Multiplayer Settings to enter your name, re-type your CD-Key, set your data rate and select your marine's armor color.

Joining a Game

To join a game, first select **Multiplayer** from the main menu then **Find Multiplayer Game** to access the game browser. The game browser offers a number of options to help you locate a game. Click on the boxes in the top-right to switch between local games (LAN) and Internet games.



The game browser list provides information about each server. Sort the list of servers by selecting the tab above each column in the list. You'll generally experience better performance on a server with a lower ping time. Press **Refresh** or **Get New List** to update your list with the latest servers and information. To reduce the number of servers updated and fine-tune your search, you can filter games by game type, password or by removing full servers. These options are available in the **Browser Filter** located in the bottom-left portion of the **Server Browser**.

To connect to a server, double-click on its name or click once to highlight it and click on **Join Game**. When you click once to highlight a server, important information about the server will be displayed in the bottom-right portion of the screen.

Some servers may require a password to connect. If a server requires a password, you'll be prompted to enter one after joining the server. You can also filter out servers that have passwords by using the No Password setting in the Browser Filter.

Connect to a Specific Server

If you know the IP address of a specific server, you can enter it in the box located in the bottom-left corner of the screen by clicking the IP Connect button.

Creating a Server

If you want to use your computer as a game server, click on **Multiplayer** and then click **Create Server**. You can also click on Create Server from the Game Browser screen. From this screen, you can select the map you want the server to run as well as several other options. Once you've set the options that you want, click the **Create Game Server** button. Hosting a server requires an Internet connection with high upstream.

The options are as follows:

- | | |
|--------------------|--|
| Server Name | This is the name that will be displayed in the Game Browser list to other players. |
| Server Type | Internet - Start a server that can be seen by other players on the Internet.
LAN - Start a local area network game that only players on your private network can see. |
| Team Damage | Available for Team Deathmatch only, this option enables or disables friendly fire between teammates. |
| Frag Limit | The player who reaches this score first, wins. |

Time Limit (minutes)	The player with the highest score after the set time limit expires, wins. Once the time limit is hit, the map will reload with all players starting at zero frags. If the game is tied when the time limit is reached, the game will go into Sudden Death mode.
Max Players	Set the maximum number of players allowed on your server at any time. The highest this can be set to is 4.
Do Warmup	Allow time for players to join and get ready before the match starts (Yes or No).
Allow Spectators	Allow people to join your server to watch the game without playing (Yes or No).
Dedicated	No - Start a local server and a local client. Yes - Start a server that others can connect to, but cannot be played on locally. This is recommended for hosting on the Internet.
Game Map	Select which map from the list you want to run on your server.

DOOM³ LORE -

Tim Willits, the lead designer on DOOM³, started his career making maps for the original Doom and releasing them on the internet for free. id liked his work and hired him as a designer in 1995.

CREDITS

id Software

Artist	Adrian Carmack
Technical Director	John Carmack
Artist	Kevin Cloud
CEO	Todd Hollenshead
Lead Designer	Tim Willits
Sound Design	Christian Antkow
Programmer	Timothee Besset
Designer	Mal Blackwell
Artist	Andy Chang
Programmer	Jim Dose
Media Artist	Pat Duffy
Lead Programmer	Robert A. Duffy
Designer	Matt Hooper
Animator	James Houska
Office Manager and id Mom	Donna Jackson
Designer	Jerry Keehan
Artist	Seneca Menard
Animator	Fredrik Nilsson
Designer	Steve Rescoe
Lead Artist	Kenneth Scott
Dir. Business Development	Marty Stratton
Artist	Patrick Thomas
Programmer	Jan Paul van Waveren
Development Assistant/Animator	Eric Webb
Programmer	Jonathan Wright

Additional Credits

Sound Design	Ed Lima
Theme for DOOM 3 Produced by	Chris Vrenna
Theme for DOOM 3 Composed by	Clint Walsh
Additional Sound Effects Design	Danetracks, Inc.
Additional In-Game Sounds	Chris Vrenna
Additional Story and Dialog	Matthew J. Costello
Voice Recording and Production	Womb Music
Voice Casting/Direction	Margaret Tang
VO Engineer/Editing/Monster FX	Rik Schaffer